

1 **In the Claims**

2 Claims 1-31 and 37-67 were previously canceled without prejudice.

3 Claims 32-36 are pending and are listed below:

4
5 1.-31. (Canceled).

6
7 32. (Currently Amended) A method of processing media samples
8 comprising:

9 providing one or more media samples individual ones of which have a
10 timecode; and

11 calculating a represented time associated with one or more of the media
12 samples in accordance with the following equation:

13 $time = x + (frame\ count * UPF + offset) / UPS$, where:

14 x is a measure of time associated with the media sample and
15 ascertained from the media sample's timecode;

16 "frame count" is a value associated with a frame number of the
17 media sample;

18 "UPF" comprises a number of basic units of time to be added for
19 each field count increment;

20 "offset" specifies a difference between the time represented by the
21 timecode associated with the media sample and a represented time, wherein
22 said offset is selected as a function of true frame rate; and

23 "UPS" comprises a number of basic units of time in a timebase per
24 unit of time;

1 associating calculated represented times with respective media samples to
2 provide a reduced-drift time value associated with individual media samples.

3
4 33. (Original) The method of claim 32, wherein "x" is associated with a
5 number of seconds specified by the number of whole seconds represented in a
6 SMPTE timecode, either as a total number of seconds or as parameters
7 representing hours, minutes, and seconds.

8
9 34. (Original) The method of claim 32, wherein "offset" is selected as a
10 function of a true frame rate of the media samples.

11
12 35. (Original) The method of claim 34, wherein the true frame rate
13 comprises a fractional number of frames per unit of time.

14
15 36. (Original) The method of claim 35, wherein the unit of time
16 comprises seconds.

17
18 37.-67. (Canceled).